

Become a Short Game Wizard

Wizard - Knock it Close



Tour Drills and Pressure



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Class Timetable

Skills Pathway *Become a Short Game Wizard*

Class Timetable - Week 1

Session Length:
60 Mins

Group Size:
1:8

Skills Pathway Name:
Become a Short Game Wizard

Skills Pathway Topic:
On the Green in 1

Skills Pathway Stage:
Graduate

Technical Focus
Basics of Chipping Technique

Scoring Challenge
Chipping Challenge

Time	Focus	Class Content	Games / Drills / Resources
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations of your preference and the scoring challenges for the specific class Be ready to welcome participants 5 minutes before the session starts 	<ul style="list-style-type: none"> Class Layout and Setup
10 mins	Introduction	<ul style="list-style-type: none"> Outline the 12 sessions that make up the 'Becoming a Short Game Wizard' skills pathway and give a broad content overview Describe the scoring challenge and how this will help the students map progress over time Explain how to play the game and attempt the practice station activities Explain how to attempt the Scoring Challenge 	<ul style="list-style-type: none"> Ball Position and Shaft Attack Angle Strike Point Speed Chipping Chipping Challenge
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Introduce and reinforce the technical focus points to students attending and provide private coaching Instruct students to rotate around the stations Students attempt the practice stations based around technical focus Game station can be attempted individually or in pairs Opportunity for students to attempt the scoring goal challenge 	<ul style="list-style-type: none"> Ball Position and Shaft Attack Angle Strike Point Speed Chipping Chipping Challenge
5 mins	Breakout Session	<ul style="list-style-type: none"> Opportunity to engage in group discussion and questions Opportunity to reinforce the technical learning outcomes 	<ul style="list-style-type: none"> Ball Position and Shaft Attack Angle Strike Point Speed Chipping Chipping Challenge
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Introduce and reinforce the technical focus points to students attending and provide private coaching Instruct students to rotate around the stations Students attempt the practice stations based around technical focus Game station can be attempted individually or in pairs Opportunity for students to attempt the scoring goal challenge 	<ul style="list-style-type: none"> GLF. Connect App Challenge Scorecard
	Media on GLF. Connect	<ul style="list-style-type: none"> Add any lesson media to the student's Student Connect area which may include notes, videos and documents Ask Students to update the GLF. Connect App if they have successfully completed a scoring goal challenge 	<ul style="list-style-type: none"> GLF. Connect App

Class Timetable - Week 4

Session Length: 60 Mins	Group Size: 1:8	Skills Pathway Name: Become a Short Game Wizard	Skills Pathway Topic: Knocking it Close	Skills Pathway Stage: Wizard	Class Focus Tour Drills and Pressure	Scoring Challenge Bunker Challenge
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Time	Focus	Class Content	Games / Drills / Resource
15 Mins Prior	Setup and Welcome	<ul style="list-style-type: none"> Set up the games and practice stations of your preference and the scoring challenges for the specific class Be ready to welcome participants 5 minutes before the session starts 	<ul style="list-style-type: none"> Class Layout and Setup
5 mins	Introduction	<ul style="list-style-type: none"> Outline the focus of session and give a broad content overview of what will be covered Link this to the class focus from the previous weeks 	
25 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Introduce and reinforce the technical focus points to students attending Briefly explain how to attempt the Scoring Goal Challenge Explain how to attempt the Practice Games and Stations Instruct students to rotate around the stations Opportunity to provide private coaching during Free Practice Stations Game stations and Scoring Goal Challenge can be attempted individually or in pairs 	<ul style="list-style-type: none"> Chip Control Pitching Increments Drop and Stop Against the Clock Bunker Challenge
5 mins	Breakout Session	<ul style="list-style-type: none"> Opportunity to engage in group discussion and questions Opportunity to reinforce the technical learning outcomes 	
20 mins	Practice Stations Game Station Independent Practice Scoring Challenge	<ul style="list-style-type: none"> Opportunity to re-cap on the technical points, introduce any additional information and discuss any questions from the group Instruct students to continue to rotate around the stations Opportunity to provide private coaching during Free Practice Stations Opportunity for students to continue to attempt the Game stations and Scoring Goal Challenge 	<ul style="list-style-type: none"> Chip Control Pitching Increments Drop and Stop Against the Clock Bunker Challenge
5 mins	Media on GLF. Connect	<ul style="list-style-type: none"> Add any lesson media to the student's Student Connect area which may include notes, videos and documents Ask Students to update the GLF. Connect App if they have successfully completed a scoring goal challenge 	<ul style="list-style-type: none"> GLF. Connect App Challenge Scorecard
15 Mins Post	Relationship Building	<ul style="list-style-type: none"> Take time after the class has finished to actively connect new students and build relationships Ensure everyone is aware of the additional program opportunities including other Skills Pathway Programs. Opportunity to upsell private lessons or additional programs to those that require additional help 	<ul style="list-style-type: none"> GLF. Connect App

Class Objectives and Setup



Technical Guidance

The technical guidance we are prescribing is to be delivered as you see fit, you should use your experience, preferences and be sure to link your technical advice to how this will help students to improve their skill from **tour drills and pressure** to **knock it close**. Some of technical content you may want to explore in this first session may include:

- **Tour Drills** - Introduce the student to some key practices tour players work on:
 - Discuss with students how it is possible to compare with benchmarks such as the PGA Tour or other handicaps
 - Explore the techniques focuses for short game practice used on tour such as controlling distance, trajectory and direction
- **Pressure** - Introduce to the students the benefits of competitive games and practice with fellow golfers
 - Explain to the students how creating a competitive practice environment can help them recreate pressure situations on the golf course
 - Emphasise the importance of routine in dealing with pressure
 - Explore how an understanding of what is acceptable short game performance on the course for their skill level can help them handle pressure when they play

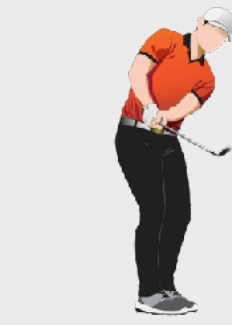


Keep your technical instruction to less than 5 minutes to allow maximum time for play, practice, and for you to reinforce key skills through individual tuition. Encourage the use of different clubs for practice and exploration of skills through discovery and game-based learning.



Example Class Layout and Setup

Station 1:
Practice Station
Chip Control



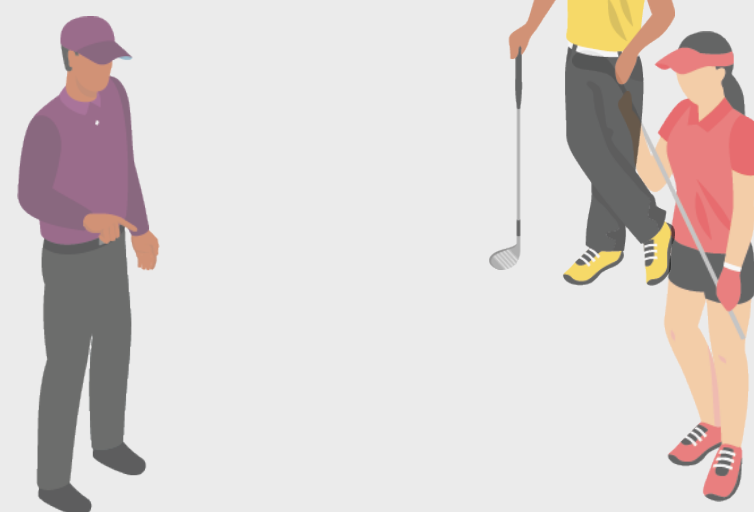
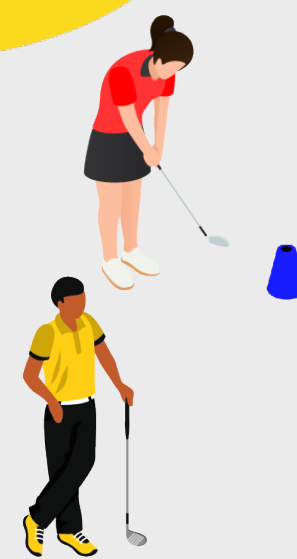
Station 2:
Practice Station
Pitching Increments



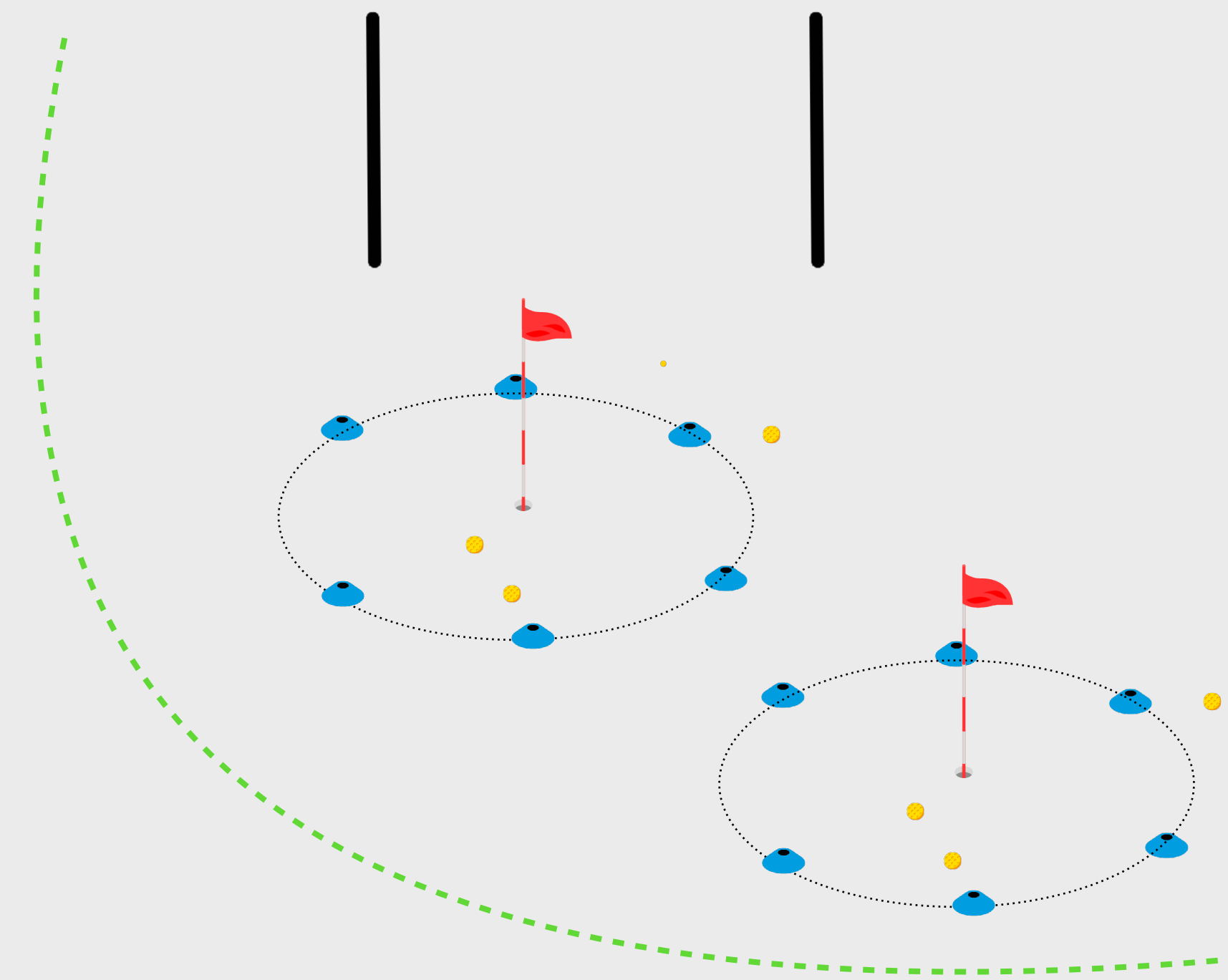
Station 3:
Practice Station
Drop and Stop



Station 4:
Game Station
Against the Clock

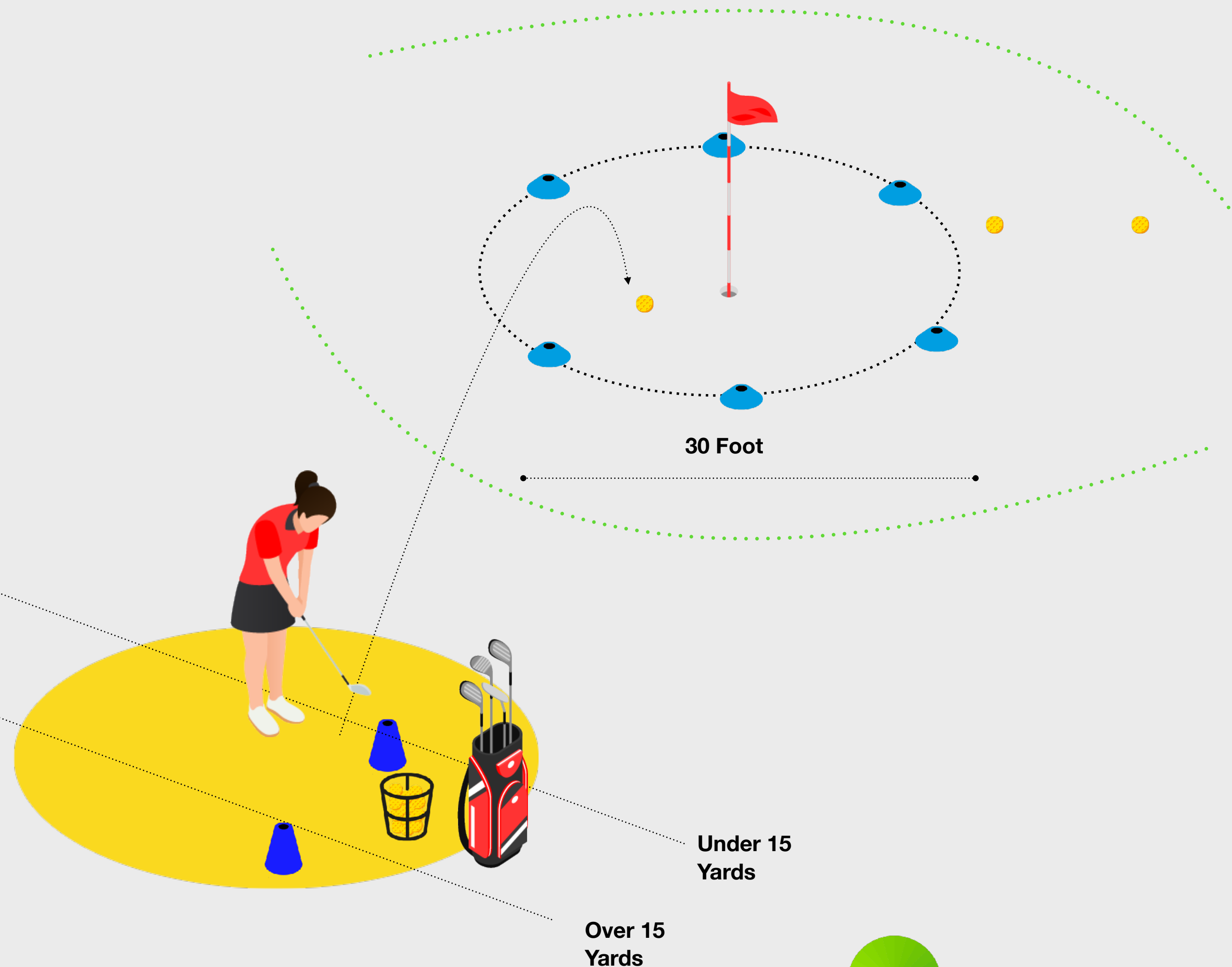


Group Discussion:
Start, during and end of class



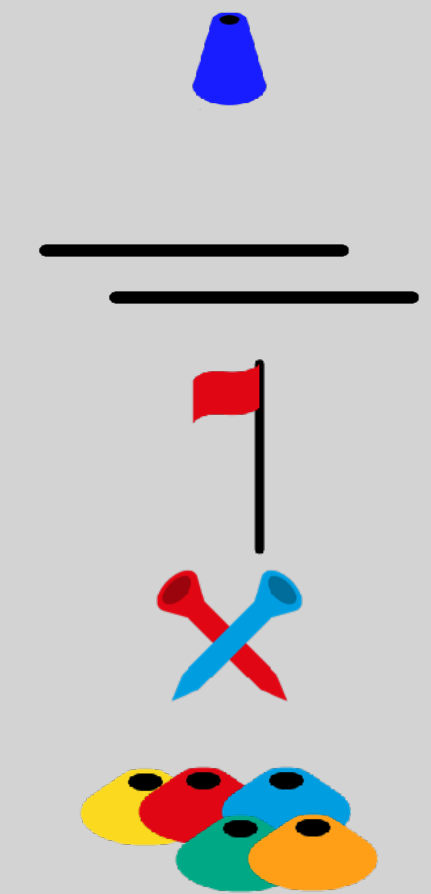
Station 5:
Challenge Station

Bunker Challenge Setup



Equipment Needed

- 2x Marker cones
- 2x Alignment Sticks
- 2x Flagstick
- Tee Pegs
- 6x Coloured Cones



Setting out the Challenge

- Create a 30 foot diameter target circle around the flag/alignment stick using the coloured cones
- Using marker cones create 2 starting points positioned in the bunker at distances of under 15 yards and over 15 yards

Practice Stations and Game Cards

Skills Pathway *Become a Short Game Wizard*

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Ball Position / Shaft Position

Equipment Needed

- Wedge
- Marker Cone

How to Practice

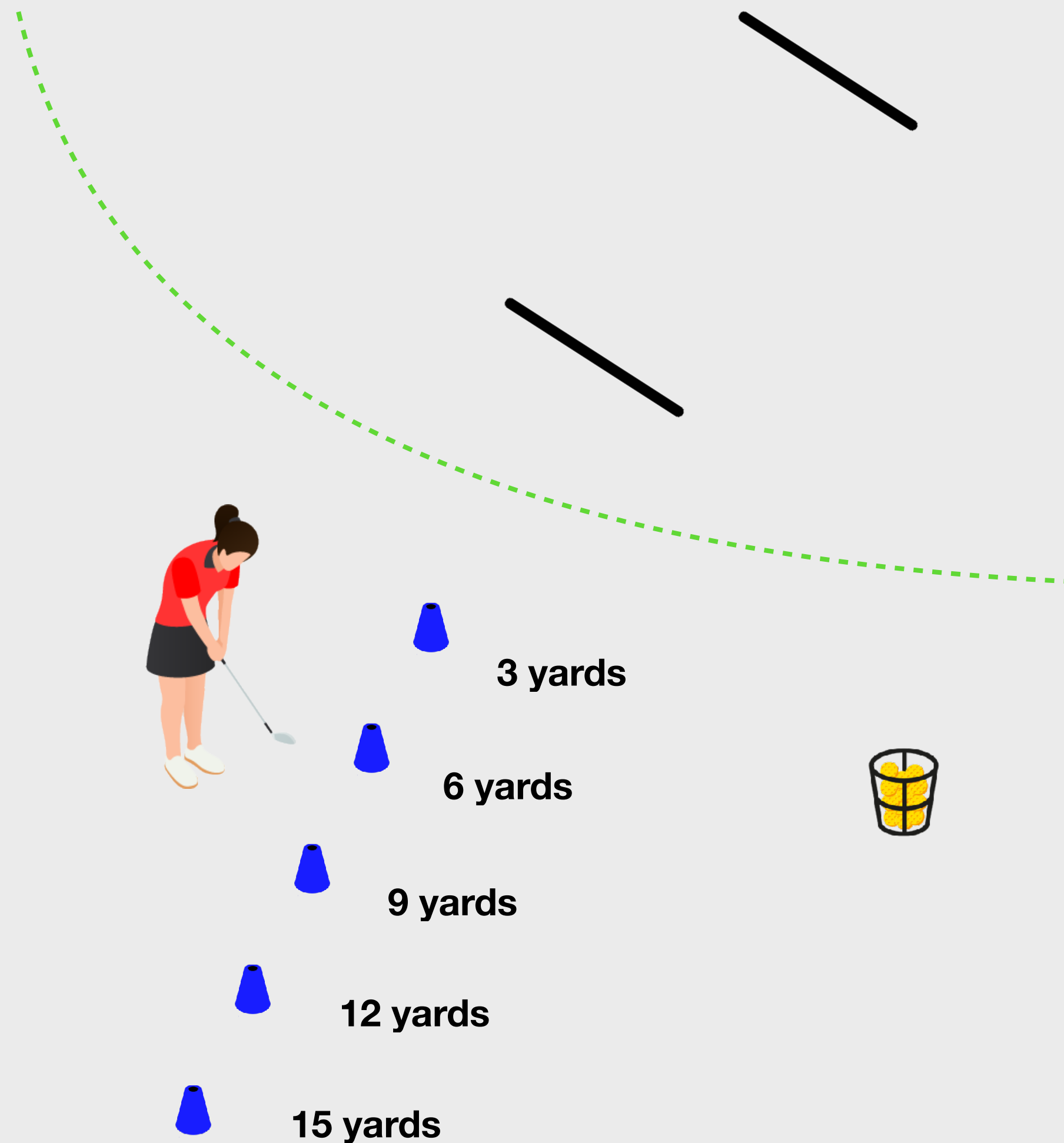
- Ask the students to chip balls from around 15 yards from the green
- Students should vary the ball position at set up from back of their stance to the centre of their stance and finally move towards the front of their stance
- Allow the students to see how changing the ball position can affect the initial trajectory and strike of their chip
- After exploring ball position, the students should keep ball position consistent, but explore changing the forward lean of the shaft and the vertical position of the shaft

Technical Link

- This activity will help the students to understand how changing the ball position and shaft position at address can affect the trajectory and strike on the ball

ORBISgolf™

Chip Control



Equipment Needed

- 5x Cones
- 2x Alignment Sticks

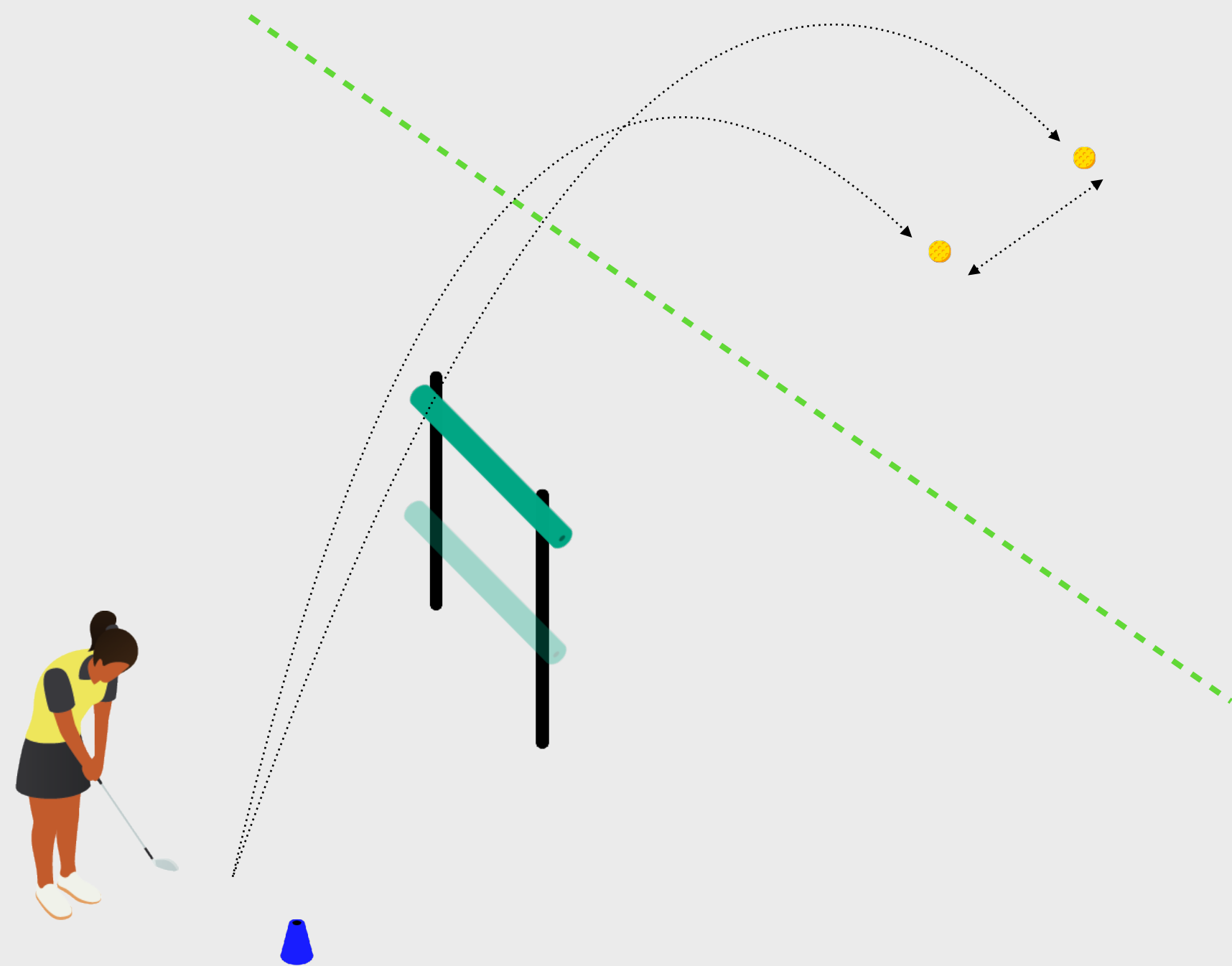
How to Practice

- Position the student on the edge of the green with lots of green to work with
- Place 2 alignment sticks on the green marking out an area 7 yards long
- Using cones mark out in a line 3-15 yards in 3 yard increments
- The student must attempt a chip shot from the nearest distance marker first and try to land it past the first alignment stick, but finish short of the second alignment stick
- If they are successful in doing this, they can move on to the next marker and attempt the same task, but if they miss they must return to the start

Technical Link

- This activity will help the student to understand how to control the landing zone of their shots and the roll
- The consequence of having to return to the start should add pressure to the practice and increase students focus each shot

Pitching Increments



Equipment Needed

- Alignment sticks and a noodle to create the hurdles
- Wedge

How to Practice

- Place the hurdle 6 feet ahead of the student
- The aim of the first shot is to pitch it over the hurdle and land it on the range / fairway aiming away from the green
- The aim of the next shot is to pitch it over the hurdle again, but this time the ball must land past where the last ball finished
- Ask them to continue this process until they can't land it any further, but they should record how many times they are successful getting the ball incrementally further
- To be successful at this game the first shots must be as short as possible

Technical Link

- This activity is designed to give students a better feel for how to control distance with their pitch shots, whilst maintaining a high trajectory
- The drill will promote technical changes from the students such as club face angle, swing length and speed into the ball

Drop and Stop



Equipment Needed

- Sand Wedge
- 12 foot diameter cones
- Pencil and Scorecard

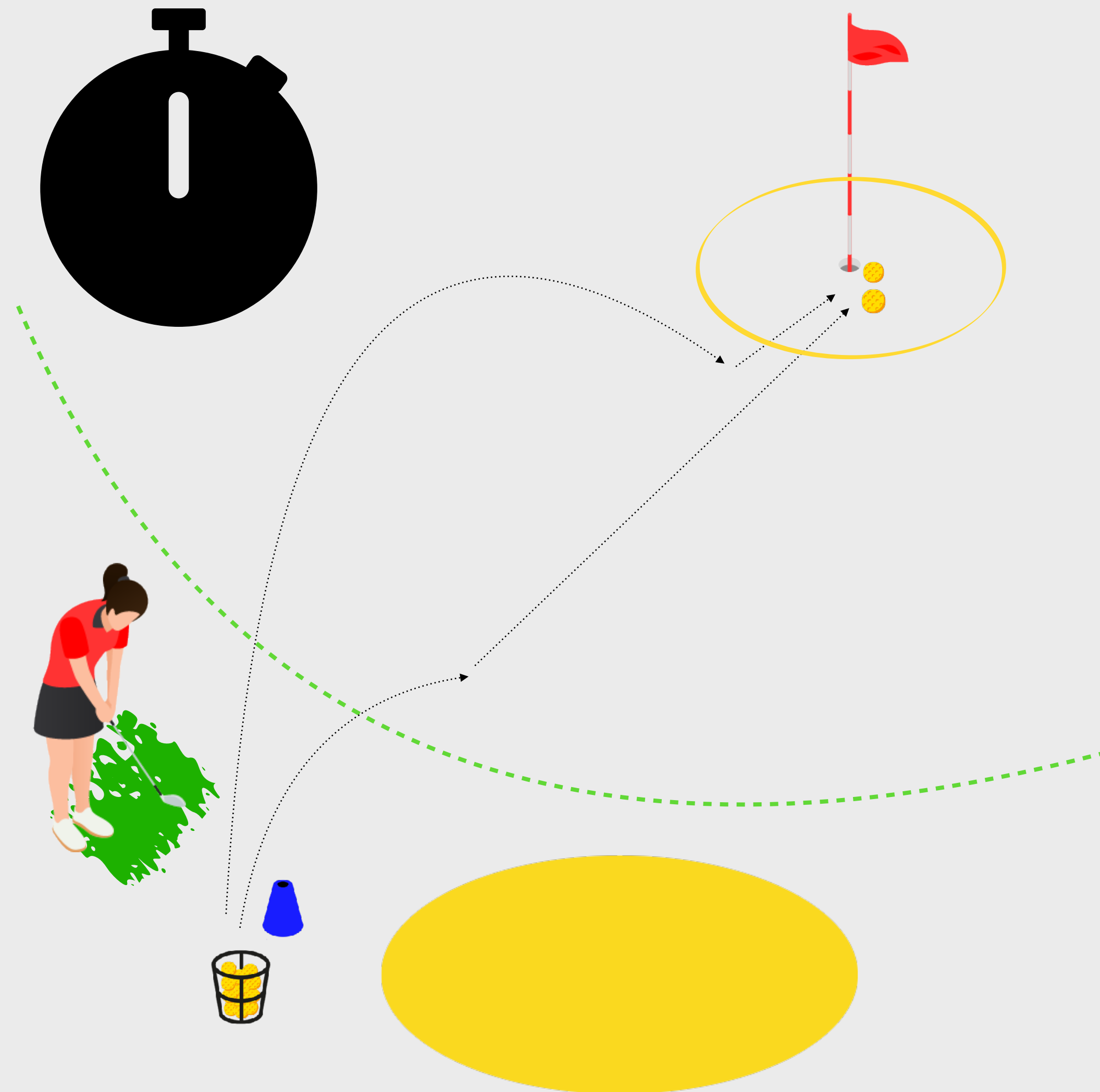
How to Practice

- Set up cones in a 12 foot diameter circle around the hole
- Students aim to land the ball and keep it in the target circle
- They should record the result of each ball with a point system:
 - 1 point for landing the ball on the green and rolling it in the circle
 - 2 points if they land the ball into the circle and it rolls out
 - 3 points if they land the ball inside the circle and it stays in
- Students record their scores and can attempt to beat it during practice

Technical Link

- By attempting these shots from the bunker, the student will gain a greater understanding of how to control trajectory and stop the ball close to their target
- Mastering this from varying positions in the bunker will better prepare the students for the course

Against the Clock



Equipment Needed

- 6 foot diameter hoop or cones
- Wedges

How to play

- Set up a 6 foot target circle around a pin on the green
- Position the student on the edge of the green for a short chip to start the game
- The challenge is for the student to get a ball into the target circle as quickly as possible before moving onto a different position around the green
- To complete the game the student must complete all the listed short game shots:
 - Short Chip (5 yards)
 - Tough Lie Pitch Shot (around 30 yards)
 - Bunker Shot
 - Tough Lie Chip (5 yards)
 - Sloped Pitch Shot (30-50 yards)
 - Tough Lie Bunker Shot
 - Long Chip (10 yards)

Technical Link

- This activity is a full test of the students short game and challenges their technique and ability to perform a range of shots under time pressure

Scoring Goal Challenges

Short Game



Bunker Challenge



Attempting the Challenge

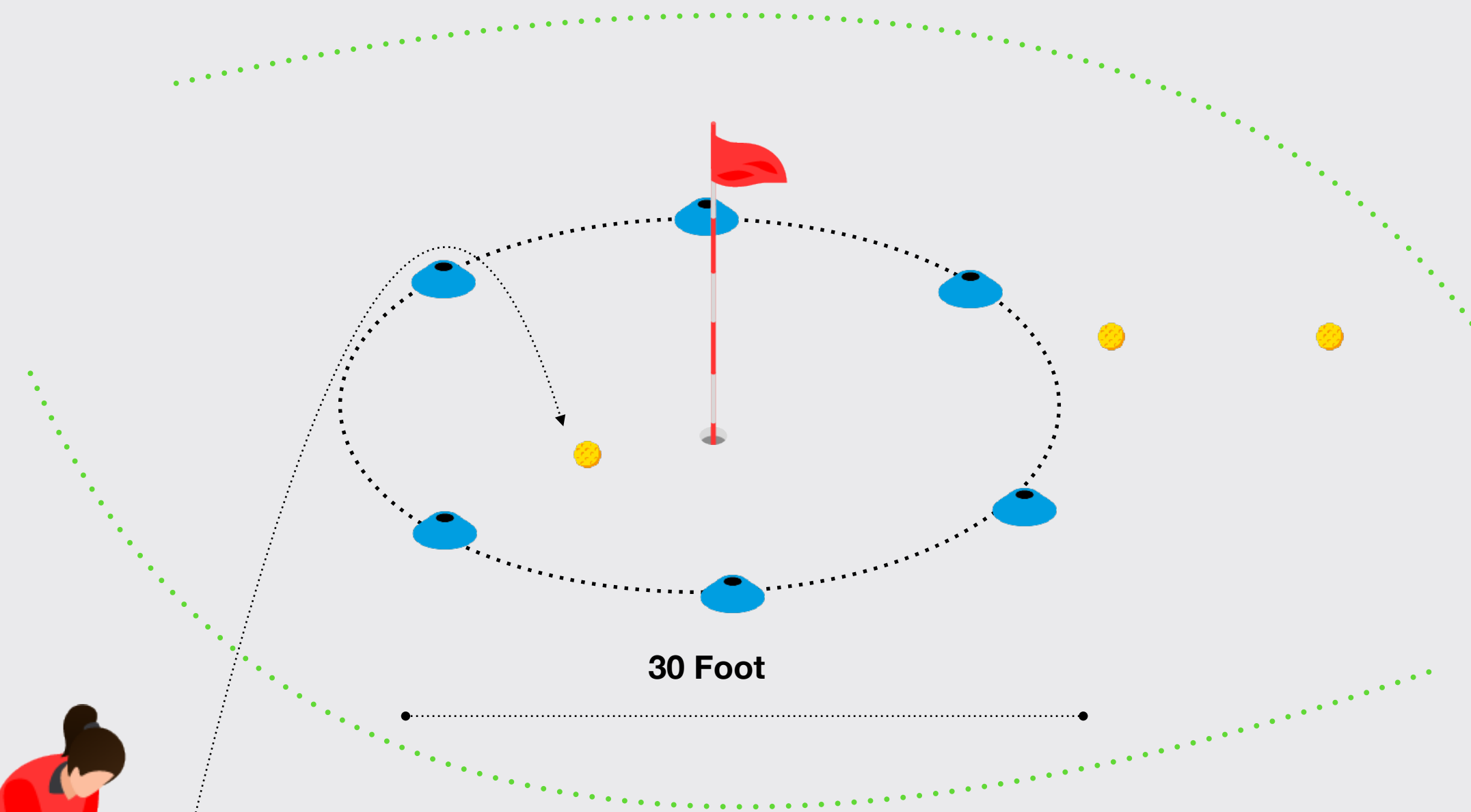
- Hit 10 shots in a random order from each starting position to finish with the target circle.
- Record the result of each attempt on the Challenge Scorecard.
- You can place the ball on each attempt.

The Challenge

- Attempt to pitch the ball to within the target circle from each position in the green side bunker. You should attempt 10 shots from each starting position.

What to do Next:

- On the GLF. Connect App, mark the challenge as complete for the scoring goal you complete.



100	3/10 shots in the target circle from under 15 yards 1/10 shots in the target circle from over 15 yards
90	4/10 shots in the target circle from under 15 yards 2/10 shots in the target circle from over 15 yards
85	6/10 shots in the target circle from under 15 yards 4/10 shots in the target circle from over 15 yards
80	7/10 shots in the target circle from under 15 yards 5/10 shots in the target circle from over 15 yards
75	7/10 shots in the target circle from under 15 yards 6/10 shots in the target circle from over 15 yards

